

POWERED BY **Dialog**

Basic Patent (Number,Kind,Date): JP 11319316 A2 19991124

PATENT FAMILY:

Japan (JP)

Patent (Number,Kind,Date): JP 11319316 A2 19991124

METHOD AND DEVICE FOR DETECTING POINTED POSITION (English)

Patent Assignee: SEGA ENTERPRISES KK

Author (Inventor): TAKAYASU KOICHI; TAMAKI MAKOTO; TEZUKA MORIHISA

Priority (Number,Kind,Date): JP 98131849 A 19980514

Applic (Number,Kind,Date): JP 98131849 A 19980514

IPC: * A63F-009/22

Derwent WPI Acc No: * G 2000-066835; G 2000-066835

Language of Document: Japanese

INPADOC/Family and Legal Status

© 2005 European Patent Office. All rights reserved.

Dialog® File Number 345 Accession Number 15608332

POWERED BY **Dialog**

Shooting game machine, has control unit that adjusts degree of difficulty based upon distance between display and indication unit after receiving detected indicated coordinates that depends on references coordinate

Patent Assignee: ANDAMIRO CO LTD

Inventors: JUNG W; KIM Y; JUNG U J; KIM Y H

Patent Family

Patent Number	Kind	Date	Application Number	Kind	Date	Week	Type
WO 200412130	A1	20040205	WO 2003KR802	A	20030419	200414	B
AU 2003225391	A1	20040216	AU 2003225391	A	20030419	200453	
KR 2004070748	A	20040811	KR 20036935	A	20030204	200481	
TW 222380	B1	20041021	TW 2003119596	A	20030717	200532	
JP 2005533628	W	20051110	WO 2003KR802	A	20030419	200574	
			JP 2005505584	A	20030419		
TW 200413066	A	20040801	TW 2003119596	A	20030717	200581	

Priority Applications (Number Kind Date): KR 20036935 A (20030204); KR 200243913 A (20020725)

Patent Details

Patent	Kind	Language	Page	Main IPC	Filing Notes
WO 200412130	A1	E	48	G06F-019/00	
Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NI NO NZ OM PH PL PT RO RU SC SD SE SG SK SL TJ TM TN TR TT TZ UA UG US UZ VC VN YU ZA ZM ZW					
Designated States (Regional): AT BE BG CH CY CZ DE DK EA EE ES FI FR GB GH GM GR HU IE IT KE LS LU MC MW MZ NL OA PT RO SD SE SI SK SL SZ TR TZ UG ZM ZW					
AU 2003225391	A1			G06F-019/00	Based on patent WO 200412130
KR 2004070748	A			G06F-019/00	
TW 222380	B1			A63F-013/04	
JP 2005533628	W		26	A63F-013/00	Based on patent WO 200412130
TW 200413066	A			A63F-013/04	

Abstract:

WO 200412130 A1

NOVELTY The machine has a reference displaying unit to show a set of references arranged around a display at irregular intervals to detect their coordinates. Indicated coordinate detecting unit senses the indicated coordinates based on the detected references coordinates. A control unit adjusts a degree of difficulty based upon a distance between a display and an indication unit after receiving the detected indicated coordinates.

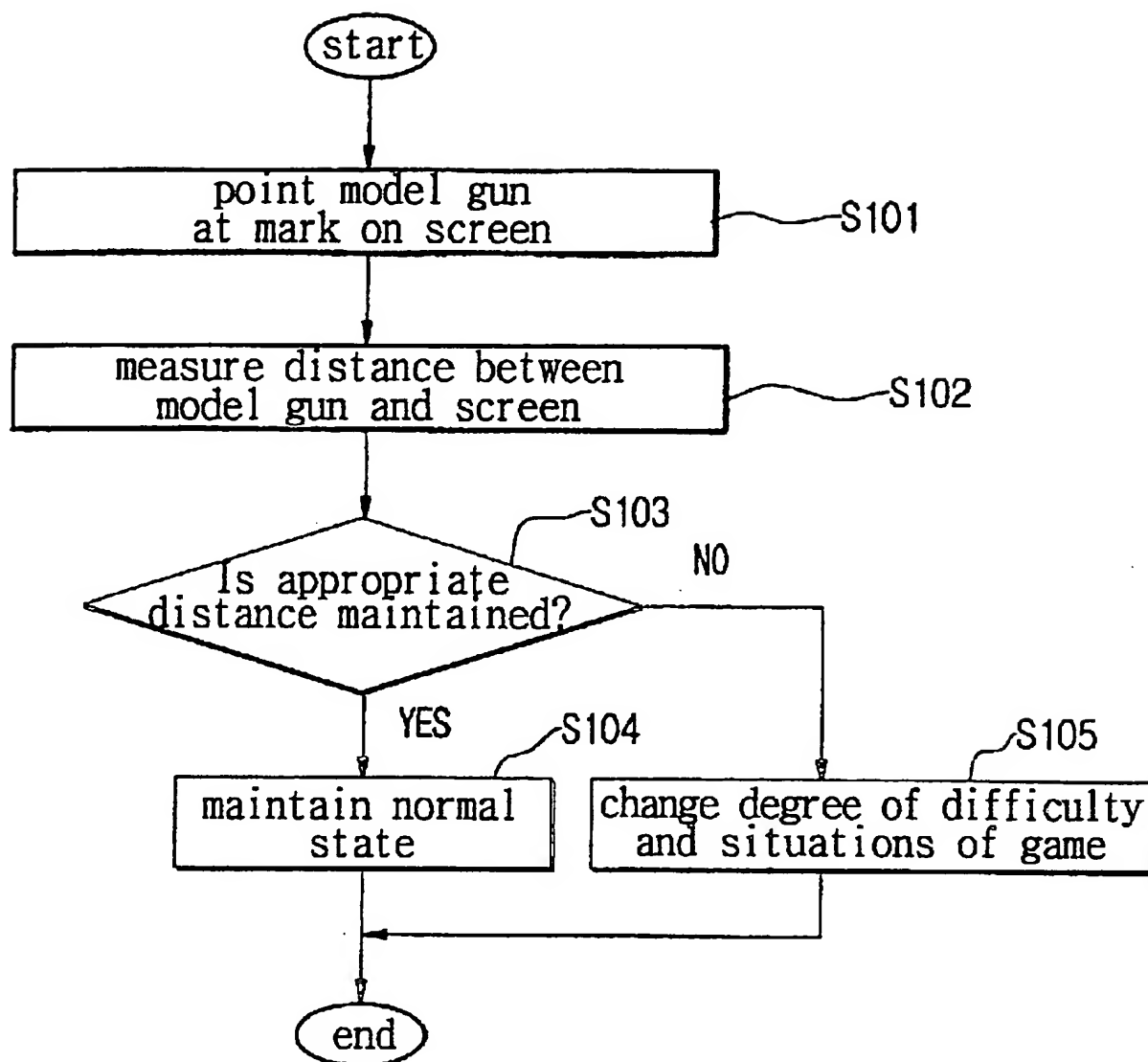
DETAILED DESCRIPTION An **INDEPENDENT CLAIM** is also included for a shooting game method.

USE Used in recreation and entertainment purpose.

ADVANTAGE The machine changes the degree of difficulty and the environment of a game depending upon a distance measured using a set of references arranged at irregular intervals, thus providing realistic and interesting game.

DESCRIPTION OF DRAWING(S) The drawing shows a flowchart of a method of changing the degree of difficulty and situations of a game depending upon the distance between the screen and the indication unit.

pp; 48 DwgNo 10/13



Derwent World Patents Index
© 2005 Derwent Information Ltd. All rights reserved.
Dialog® File Number 351 Accession Number 15986194

POWERED BY **Dialog****Shooting game machine, its execution method and program recording media for the shaem****Patent Assignee:** ANDAMIRO CO LTD**Inventors:** JUNG W; KIM Y; JUNG U J; WANG T G; CHUNG W J**Patent Family**

Patent Number	Kind	Date	Application Number	Kind	Date	Week	Type
KR 2002071493	A	20020912	KR 200243913	A	20020725	200312	B
KR 462427	B	20041229	KR 200243913	A	20020725	200528	
JP 2005533628	W	20051110	WO 2003KR802	A	20030419	200574	
			JP 2005505584	A	20030419		
TW 200413066	A	20040801	TW 2003119596	A	20030717	200581	

Priority Applications (Number Kind Date): KR 200243913 A (20020725); KR 20036935 A (20030204)

Patent Details

Patent	Kind	Language	Page	Main IPC	Filing Notes
KR 2002071493	A		1	G06F-019/00	
KR 462427	B			G06F-019/00	Previous Publ. patent KR 2002071493
JP 2005533628	W		26	A63F-013/00	Based on patent WO 200412130
TW 200413066	A			A63F-013/04	

Abstract:

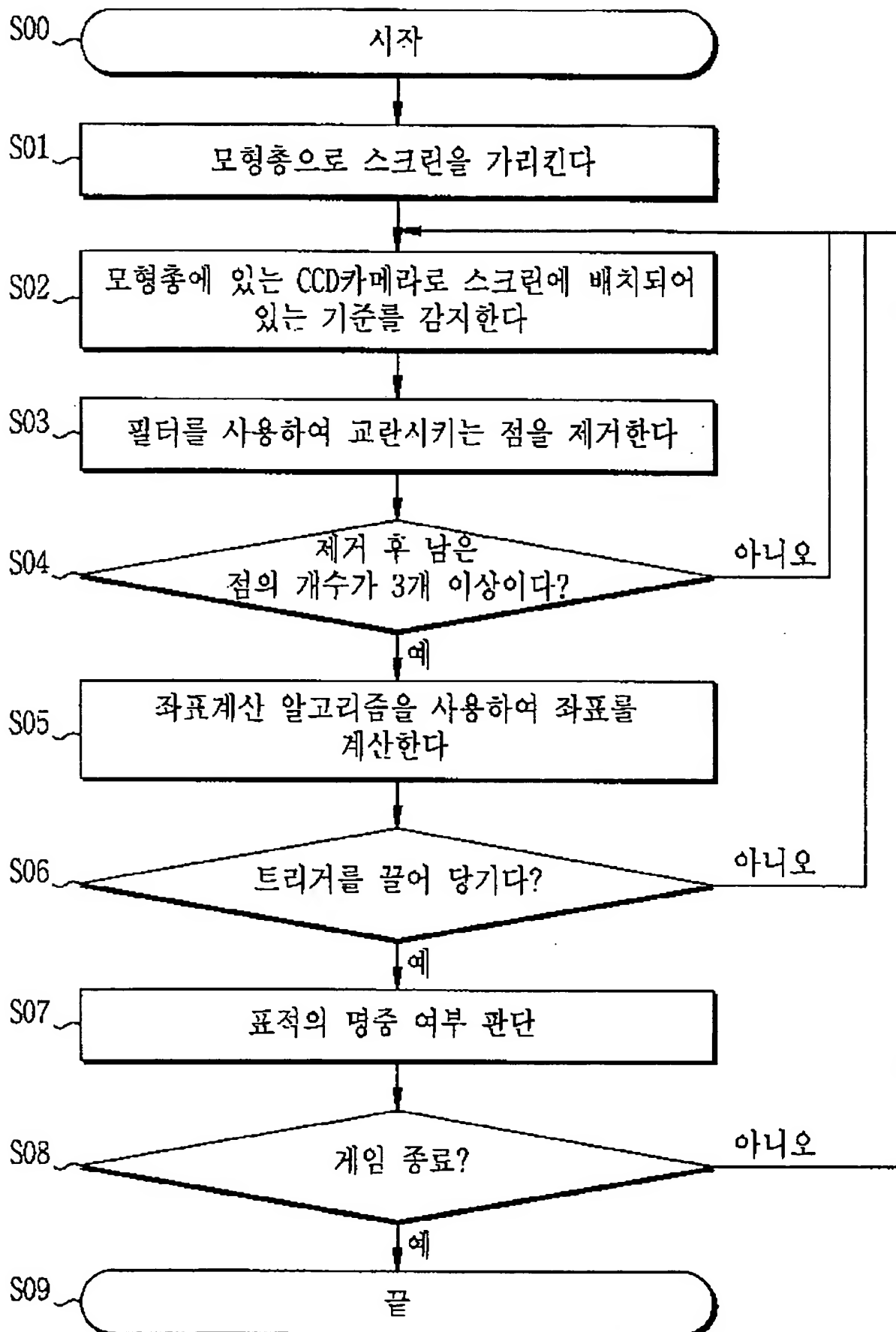
KR 2002071493 A

NOVELTY A shooting game machine and its execution method is provided to correctly calculate a coordinate by using a plurality of irregularly arranged reference points, and to actively change a game environment according to a direction of a game player so that it can offer an actual feeling or an interest to a game player.

DETAILED DESCRIPTION The method comprises steps of allowing a game player to level a model rifle at a target of a screen(S00, S01), enabling a CCD camera, installed at the model rifle, to detect reference points(S02), enabling the CCD camera to transmit the detected reference points to a coordinate detector via a communication line, and enabling the coordinate detector to delete disturbance signals among the transmitted signals(S03), determining if remaining reference points are more than three(S04), in a case of more than three, calculating a direction coordinate, a distance between a screen and the game player, and a rotation angle of the model rifle(S05), in a case of not more than three, returning to the initial step, determining if the game player pulls a trigger of the model rifle(S06), determining if the game player hits the target by comparing a direction coordinate with a target coordinate in a case that the game player pulls a trigger(S07), determining if the shooting game is completed, and returning to the

initial step in a case that the shooting game completion signal is not detected(S08, S09).

pp; 1 DwgNo 1/10



Derwent World Patents Index

© 2005 Derwent Information Ltd. All rights reserved.

Dialog® File Number 351 Accession Number 15066893